Name	Partner(s)	Date

Physics 9 Lab Ping Pong Cannon

Purpose: To determine the velocity of the ping pong ball using graphical methods.

Procedure:

- 1. Start a computer and open the Physics 9 folder on the desktop. Open the video folder and double click on the Ping Pong Cannon Movie.
- 2. Watch the movie at least one time all the way through.
- 3. Start the movie at the beginning and use arrow keys on the keyboard to bring the movie to the point where the ping pong ball just comes out of the cannon.
- 4. You can move the video forward or backward one frame at a time using the keyboard arrow keys.
- 5. Record data for the ping pong ball in the table below.
- 6. Show sample calculations for determining time below the table.
- 7. Graph the distance and time from your table.
- 8. Calculate the slope of the graph. Show the calculation in the calculation section below.

Frame Number	Time	Distance

Calculations:		
Summary		

- 1. What did you learn about velocity? What happens to the velocity when the ping pong ball hits the can?
- 2. What are your errors? (size and source)3. What improvements could be made?

